Joshua Portway is an artist who has been thinking for a long time about the ways in which people interact with each other and how that interaction is mediated by our technologies. He has worked with large scale installations, games, music and video, but is very scared of drawing. As a teenager he wrote video games, and his work has continued to be influenced by a concern with game-like questions such as how individuals interact within complex systems, and how game spaces afford new ways to communicate. After realising that music was the most perfect incarnation of his ideas about game design he spent several years investigating the possibilities of interactive music. More pertinently for this workshop, several projects with Lise Autogena have been concerned with the aesthetics of data visualisation, and the sublime pleasures and seductions of being set adrift in the ocean of data.

General Questions

1) What is (are) your main interest(s) in attending the workshop?
For the last several years I’ve been particularly interested in the visualisation of conversations, and it seems to me that science is a particular instance of a conversation. I’m really intrigued to see if there are new ideas in this area.

2) What would you like to learn / achieve at the workshop?
See the answer to question 1.

3) How might the development of a visual languages/metaphors for rendering science and technology (S&T) visually (e.g., to communicate bursts of activity, emerging research areas, evolving scholarly networks, flow patterns, and positive and negative feedback cycles) align with your work/career?

4) Please list pointers to other efforts, web sites, or projects that attempt to visually depict the structure and dynamics of S&T.